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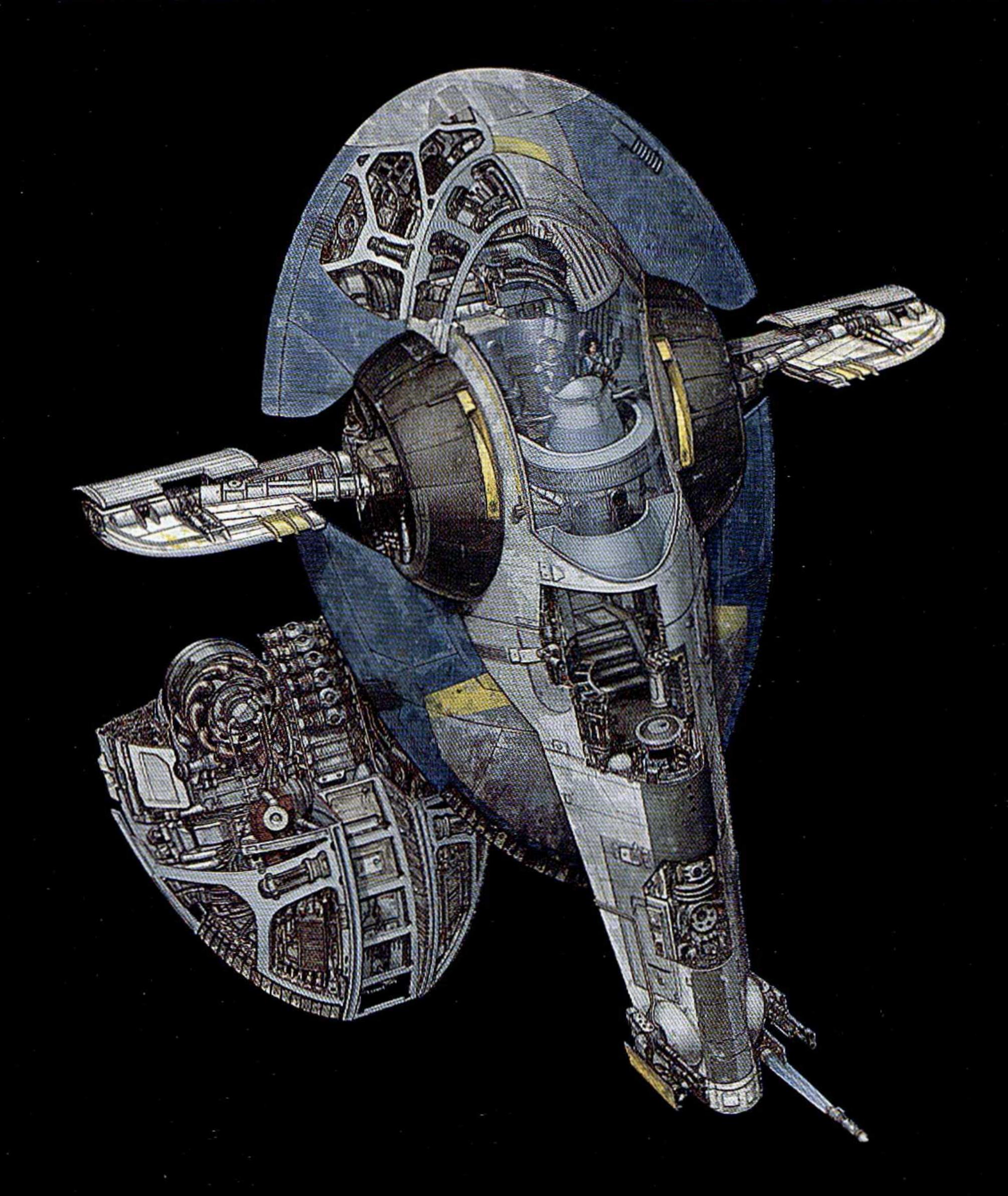
HANS JENSSEN & RICHARD CHASEMORE

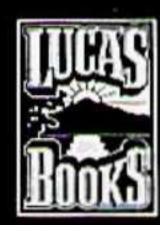


ATTACK OF THE CLONES
INCREDIBLE CROSS-SECTIONS

Written by CURTIS SAXTON

Illustrated by
HANS JENSSEN &
RICHARD CHASEMORE





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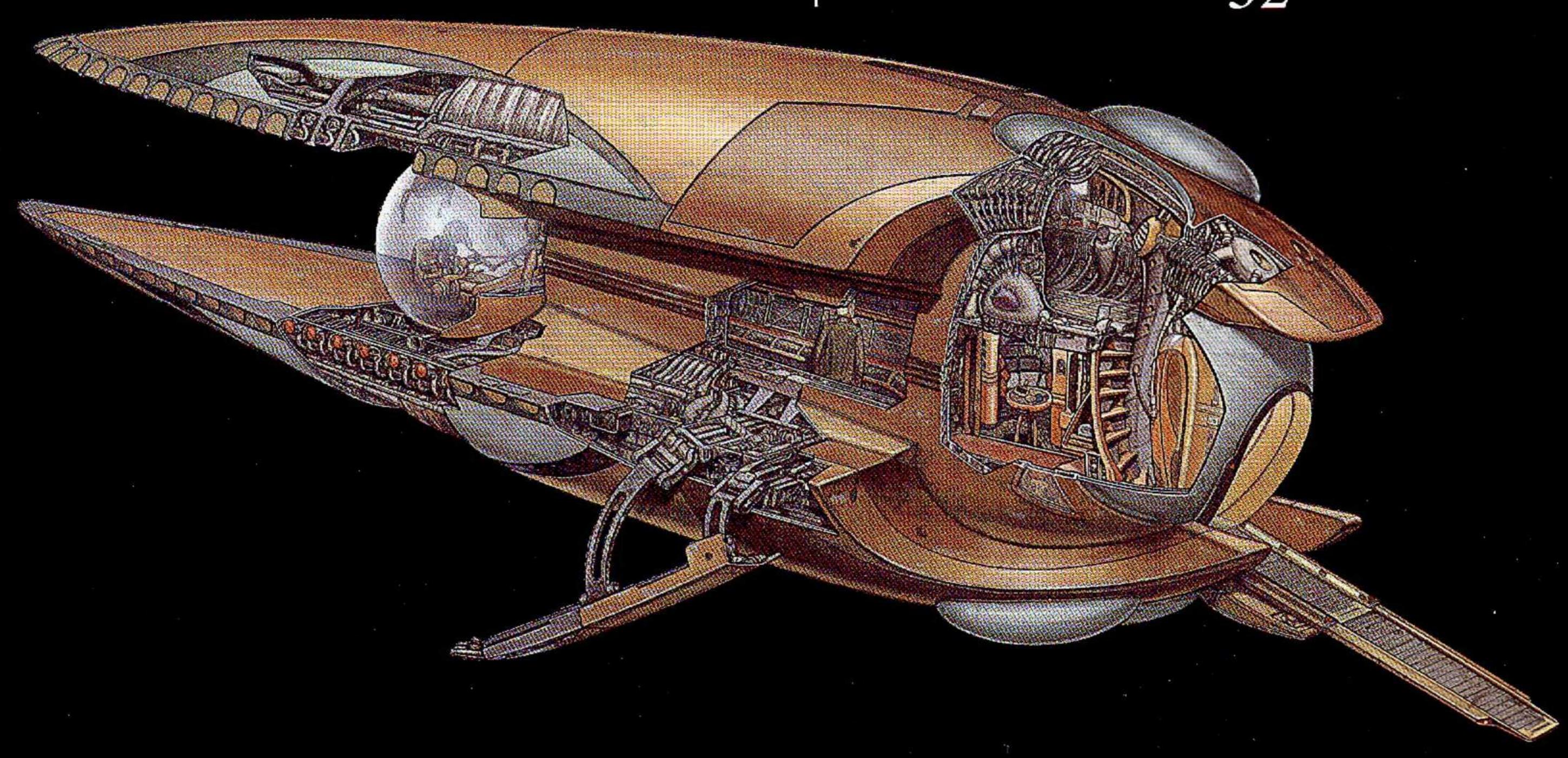
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# INTRODUCTION

Istarflight have remained constant. Few now presume to question the quintillions of engineering pioneers active in the Early Hyperspace Age. Artistic expression and raw practicality have long been the sole ideals of vehicle design. However, as political deadlock and disfunction permeate the galaxy, peculiar mechanical forms are now beginning to emerge. Greedy commercial organizations have burst from relative obscurity to challenge galactic law with their bizarrely melded, mercantile/military apparatus. In response, a mighty mechanized force, created in secret, is used for the first time to aid the Jedi in their guardianship of the disoriented but legitimate Galactic Republic. The tolerant diversity of millions of planetary cultures, expressed in countless local styles of starship design, is now being eroded by bitter secessionism as the cataclysmic Clone Wars begin.

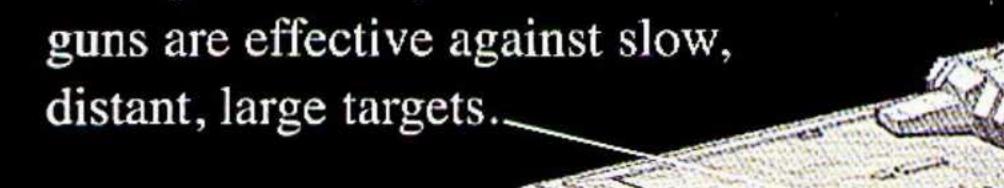
# TECHNOLOGY

### **ENERGY WEAPONS**

Energy weapons fire invisible energy beams at lightspeed. The visible "bolt" is a glowing pulse that travels along the beam at less than lightspeed. Therefore, targets can explode instants before the "bolt" actually arrives. The light given off by visible bolts depletes the overall energy content of a beam, limiting its range. Turbolasers gain a longer range by spinning the energy beam, which reduces waste glow. A gun's range also depends on its aiming precision and the time-lag required to detect and anticipate target motion at a distance. For example, a massive warship mounts small point-defence guns that trade power for quick aim, while heavier

### POWER SOURCES

Starships and vehicles use a hierarchy of power technologies that were perfected in pre-Republic ages. Low-power, domestic machines run on portable chemical, fission, and fusion reactors, which consume a variety of fuels depending on local resources. Most starships use fusion systems that confine more-powerful hypermatter annihilation cores. The interiors of the mightiest war vessels are dominated by huge reactor cores and ultra-dense fuel silos, which enable them to perform massive planetary bombardments and sustain hours of thousand-G accelerations before refuelling.



### HYPERSPACE

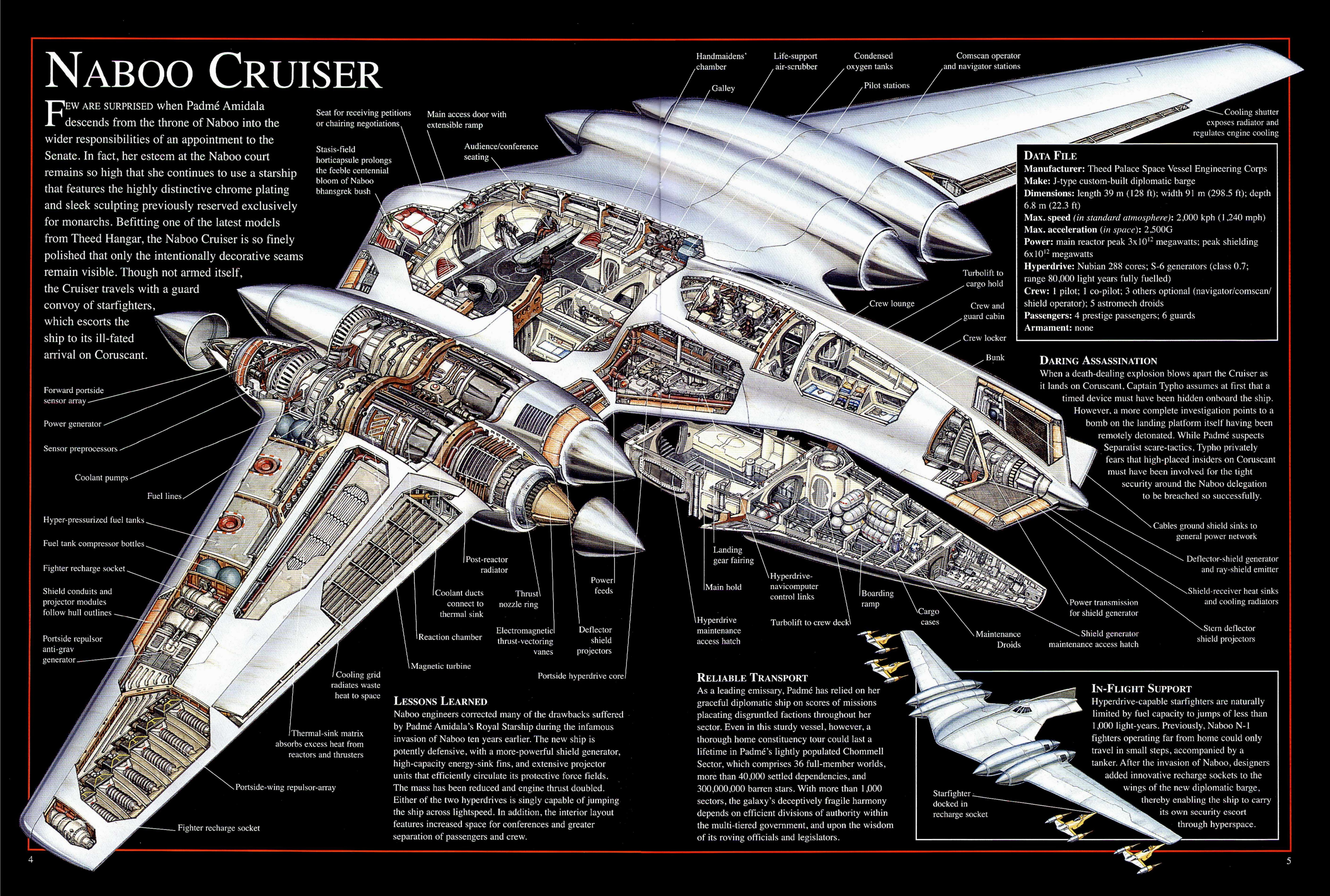
Hyperdrives allow voyages through an eerie realm called hyperspace—i.e. the ordinary universe viewed from a ship travelling faster than the speed of light. Hyperdrives adjust faster-than-light "hypermatter" particles to allow a jump to light-speed without changing the complex mass and energy of the ship. In addition to hyperdrive travel, an equally wondrous technology exists, called hyperwaves: supralight signals for real-time transgalactic communications through public HoloNet relays. Hyperwave transceivers require almost stellar-scale power, yet signals can be blocked by nearby massive obstructions or by deflector shielding.

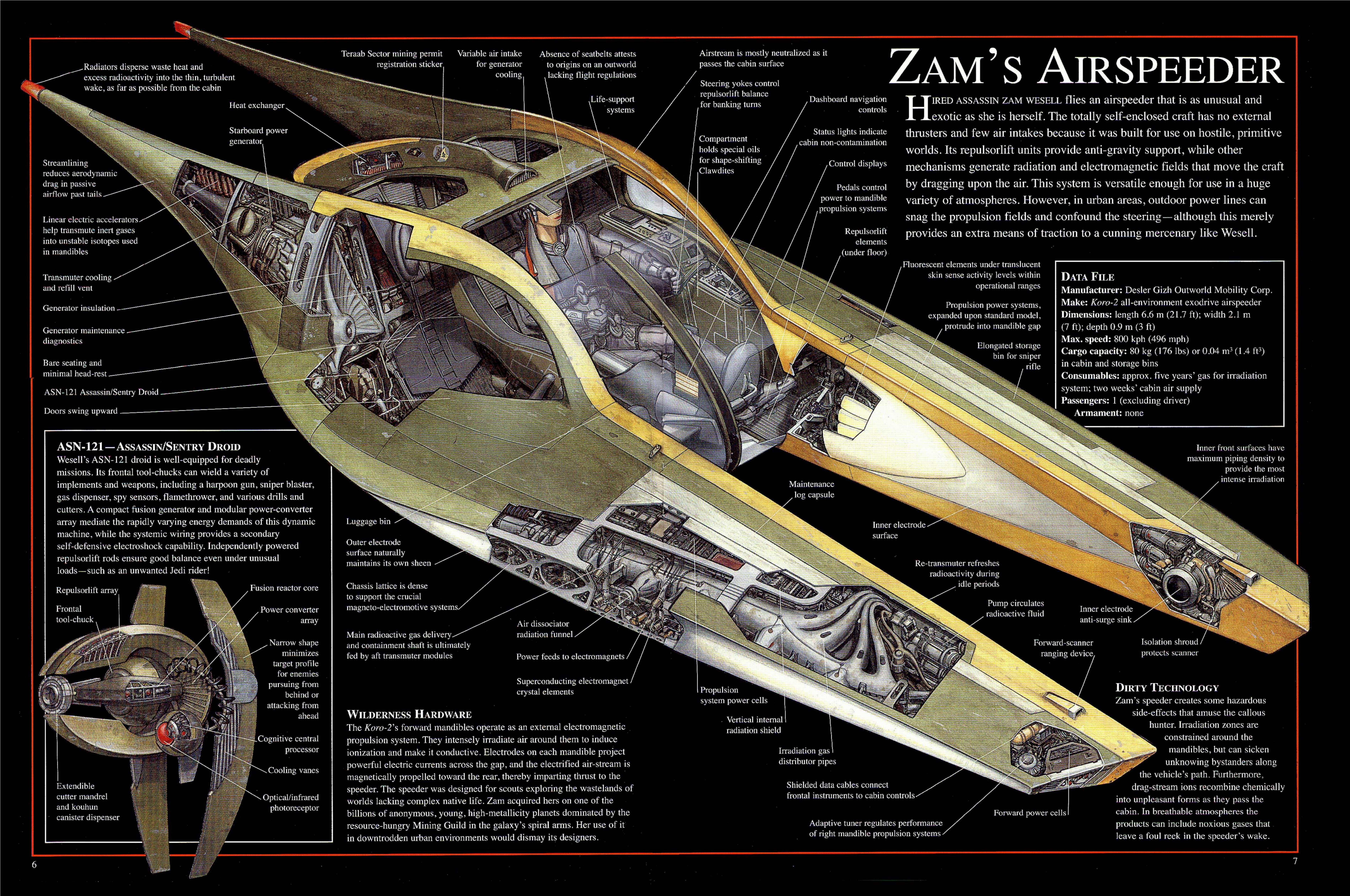
#### GRAVITY TECHNOLOGY

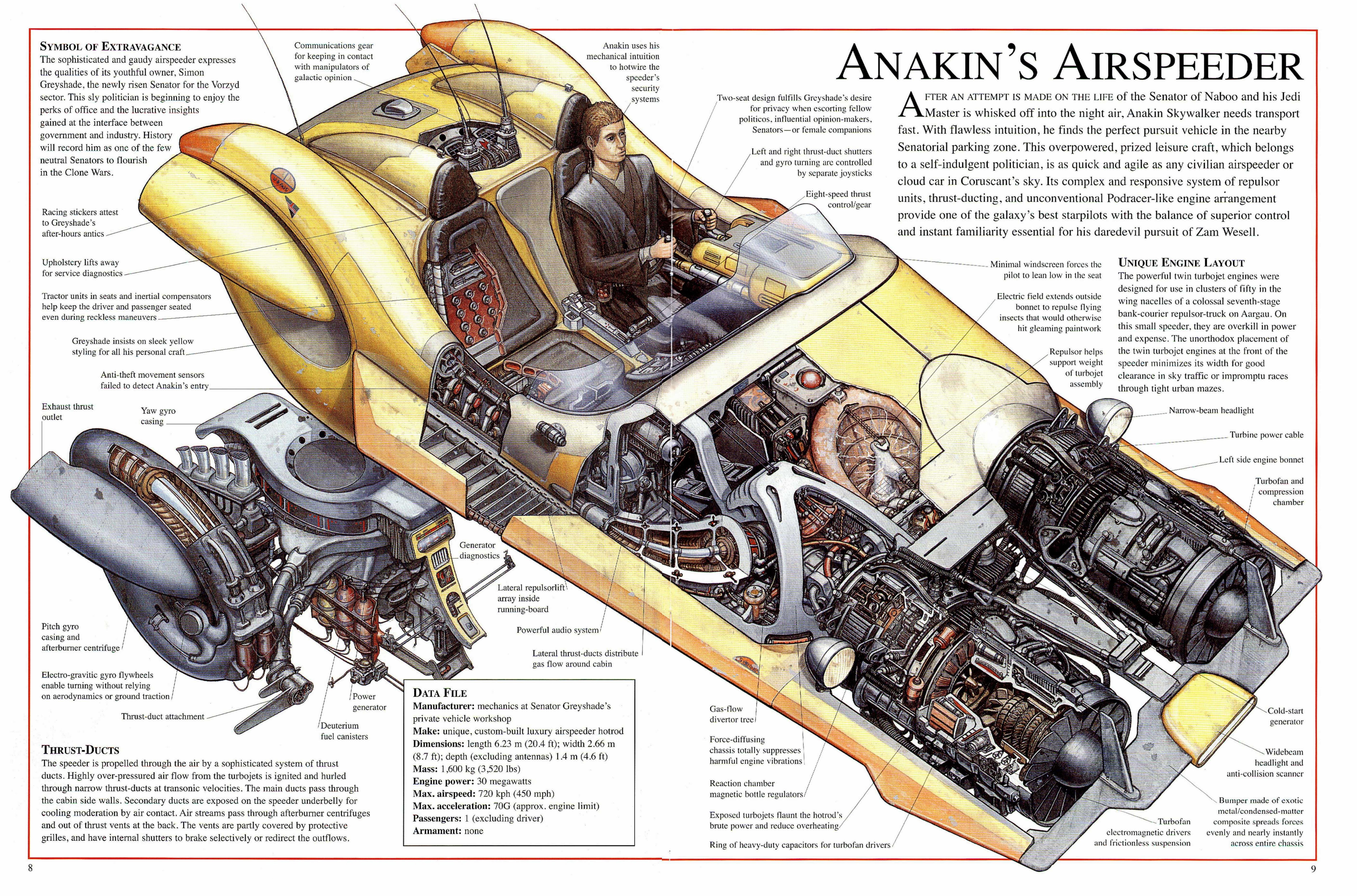
Modern galactic civilization manipulates gravity confidently. Gravity-altering devices include repulsorlifts that allow unpowered antigravity floatation, tractor-beam projectors for remote application of force, and acceleration compensators that prevent pulverization of starship occupants during maneuvers. The gravitoactive constituents of these devices are subnuclear knots of space-time made in enormous, unmanned power refineries encompassing black holes.

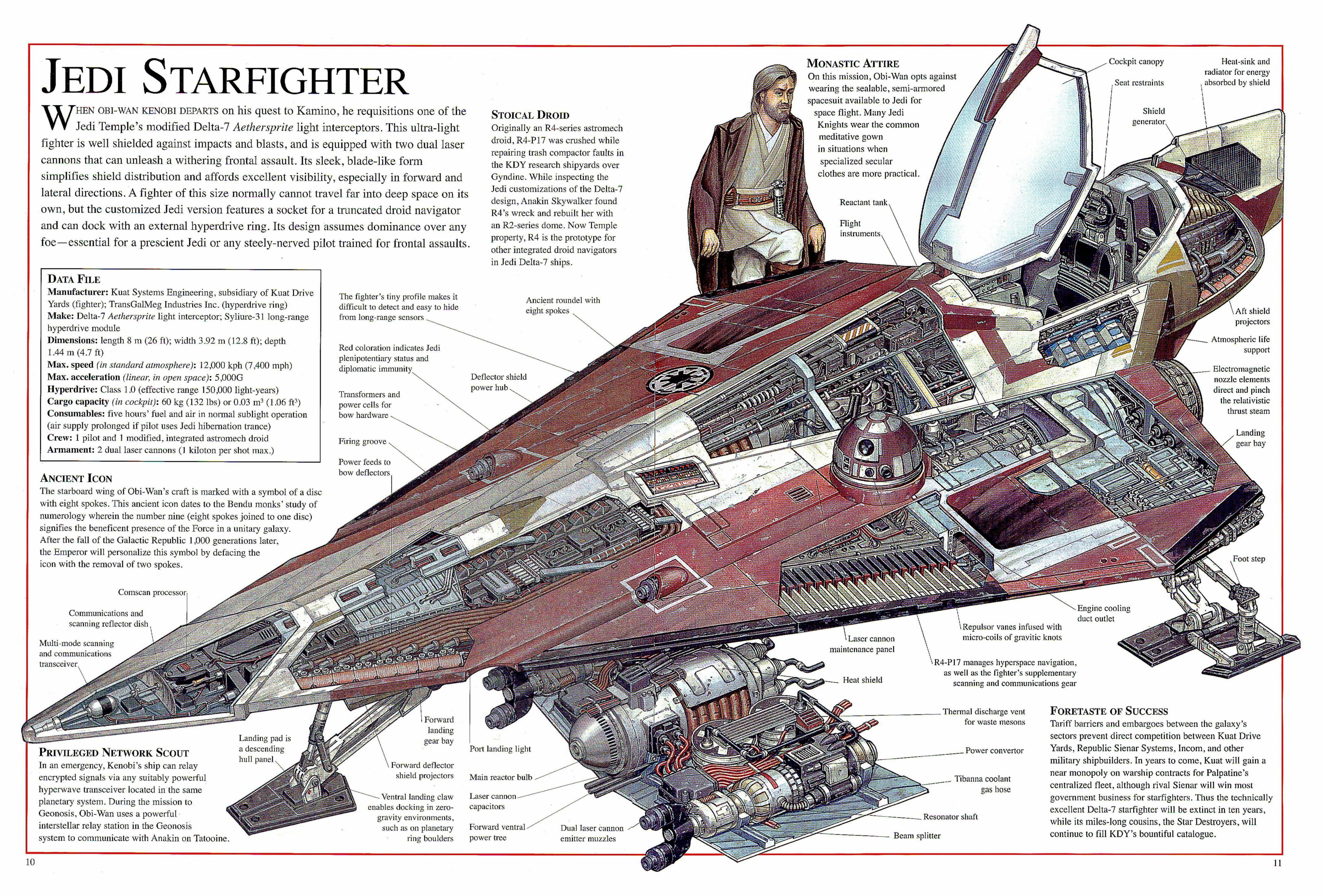
## SHIELDS

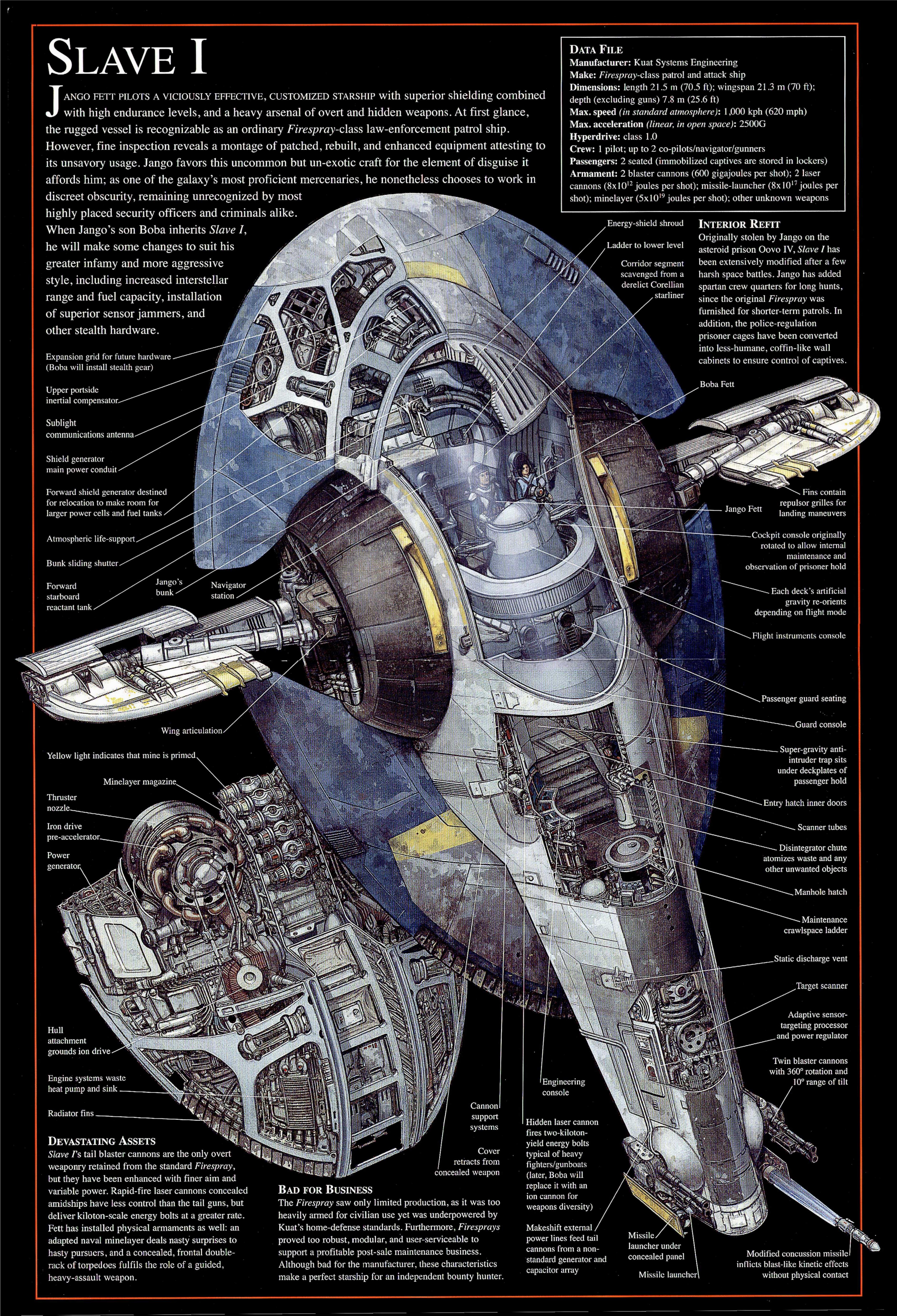
Conventional shield technologies use a range of force-field effects. Ray shields, for example, deflect or break up energy beams, while particle shields forcefully retard high-velocity projectiles. Normally, shield intensities diminish gradually with distance from the generator or projector. However, shields projected in an atmosphere tend to have a defined outer surface. Such a boundary becomes super-hot when left still, and mirage-like effects are seen. Shields surrounding a moving airborne vessel are less visible, but can impact on aerodynamic performance. When a shield absorbs large energy blasts, the momentum can surge back to the ship and affect its motion. Shields do not operate without cost: Constant power is required to dissipate the energy from impacts.

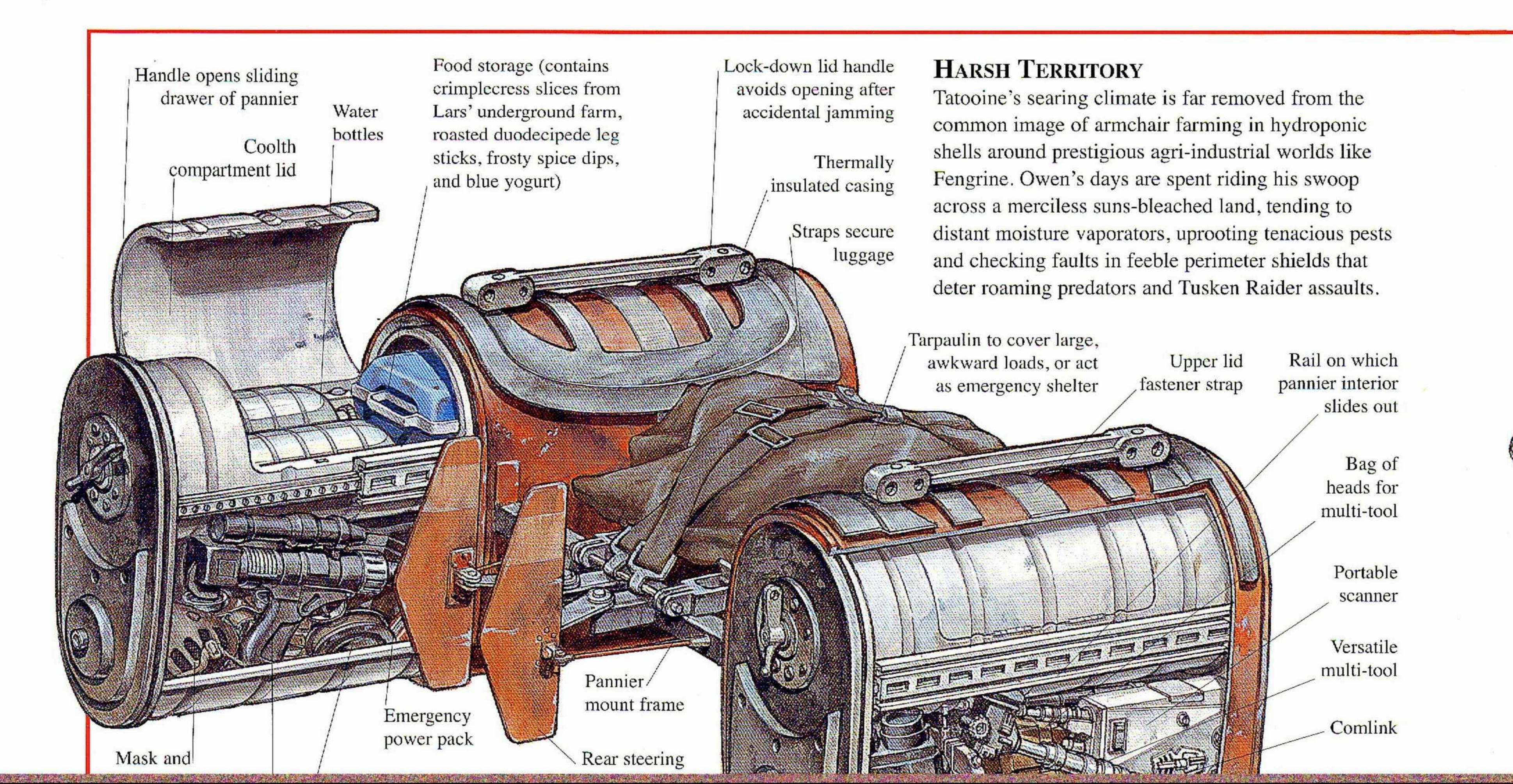












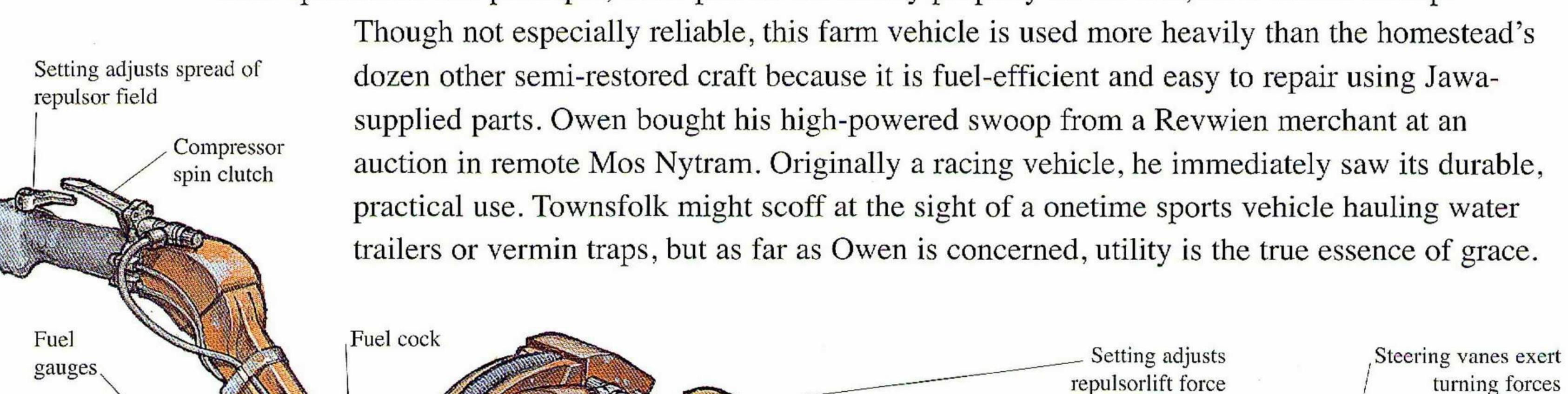
# OWEN LARS' SWOOP BIKE

OF ALL PEOPLE ON DESOLATE TATOOINE, the implacable moisture farmers have the most pragmatic appreciation of vehicular technology, upon which they depend for daily survival. Young Owen Lars epitomizes this principle, as he patrols the family property on his fast, sand-beaten swoop.

Airscoop shutter brake

Airscoop shutter lift

and tilt switch

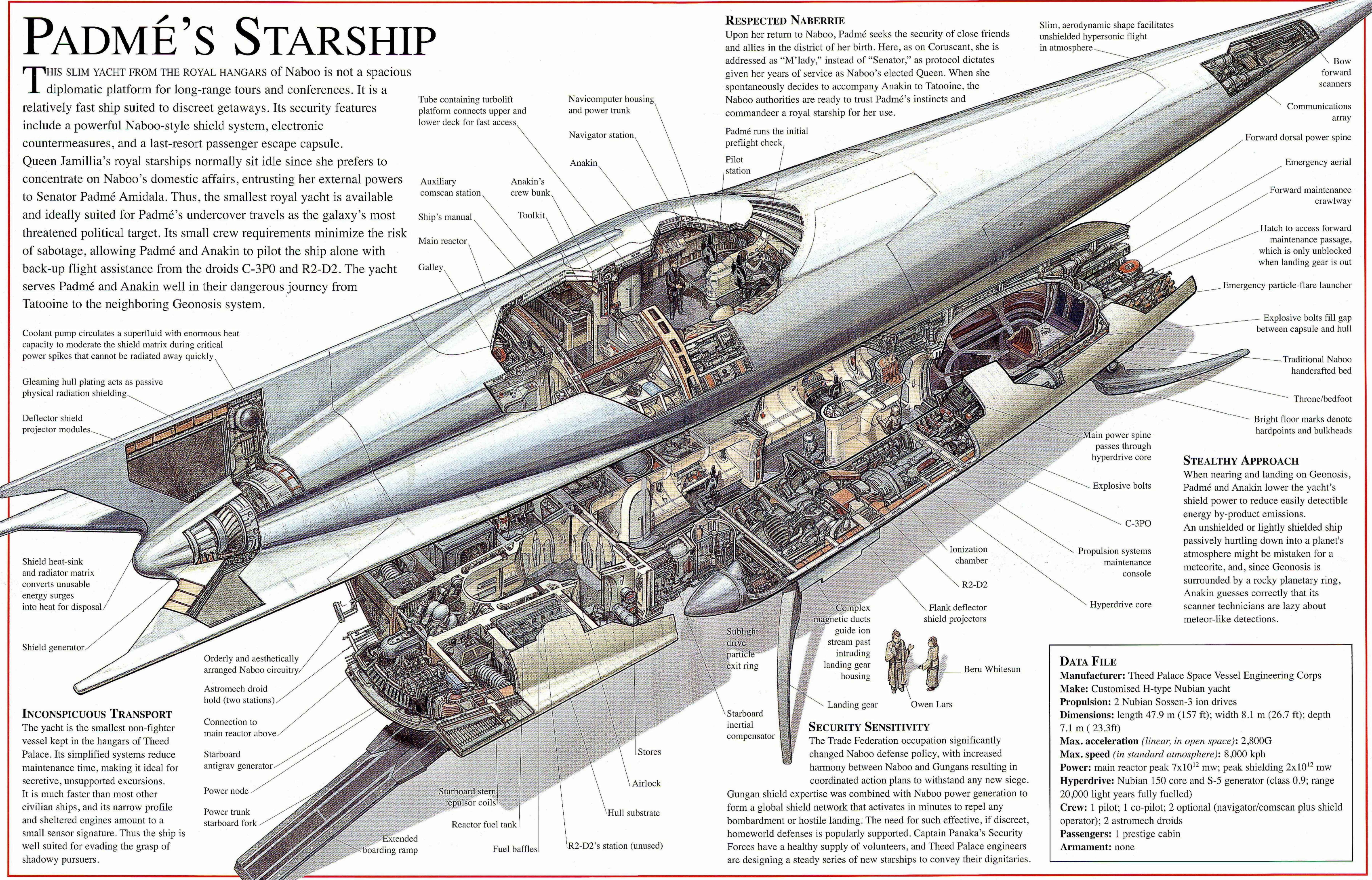


Control

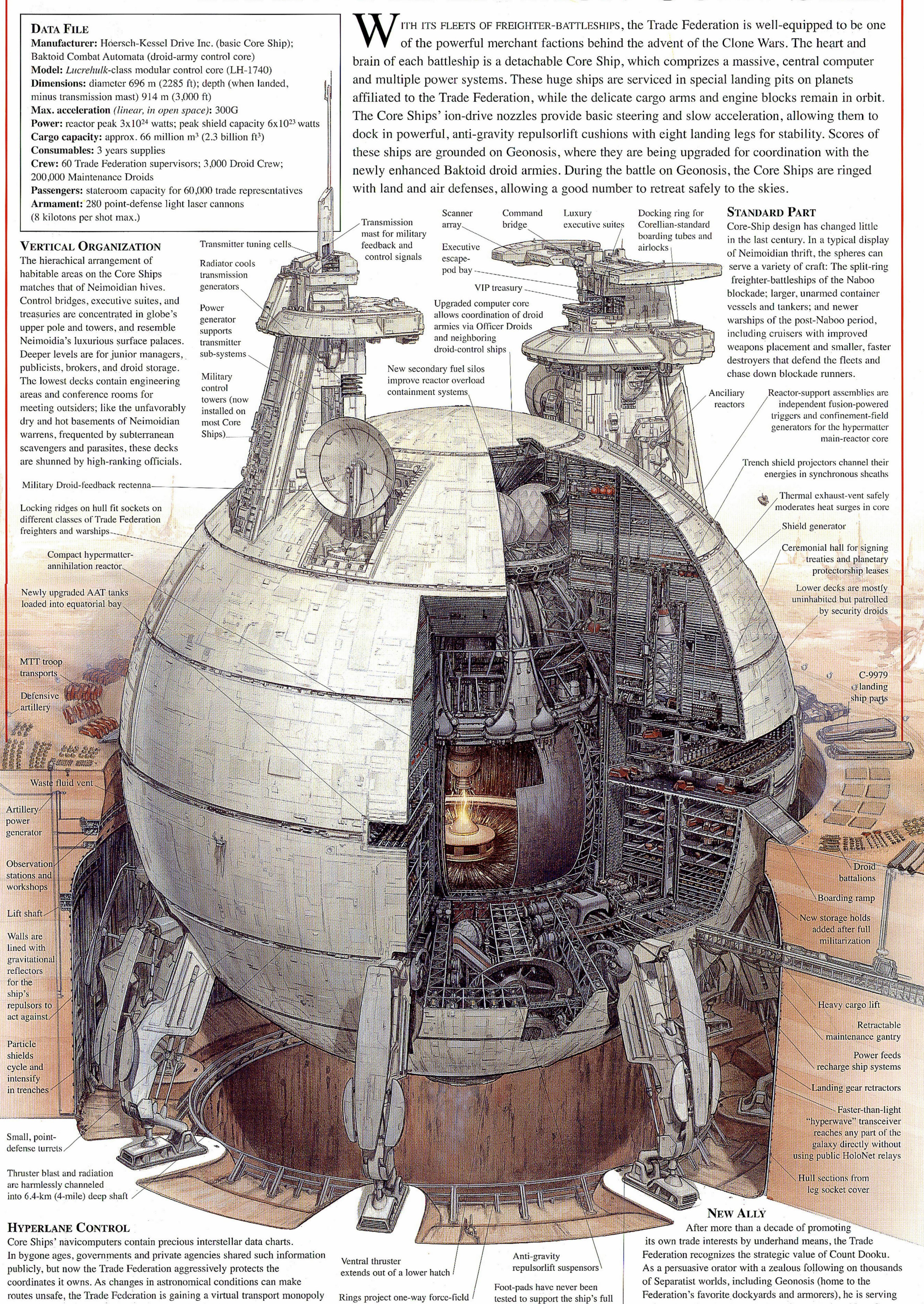
wire trunk

steering vanes exert turning forces against airflow far from the scoop's center of mass

Steering vane, twisting joints



# TRADE FEDERATION CORE SHIP



that contains harmful radiation from

the ship's exhaust in the blast shaft

weight without repulsorlift

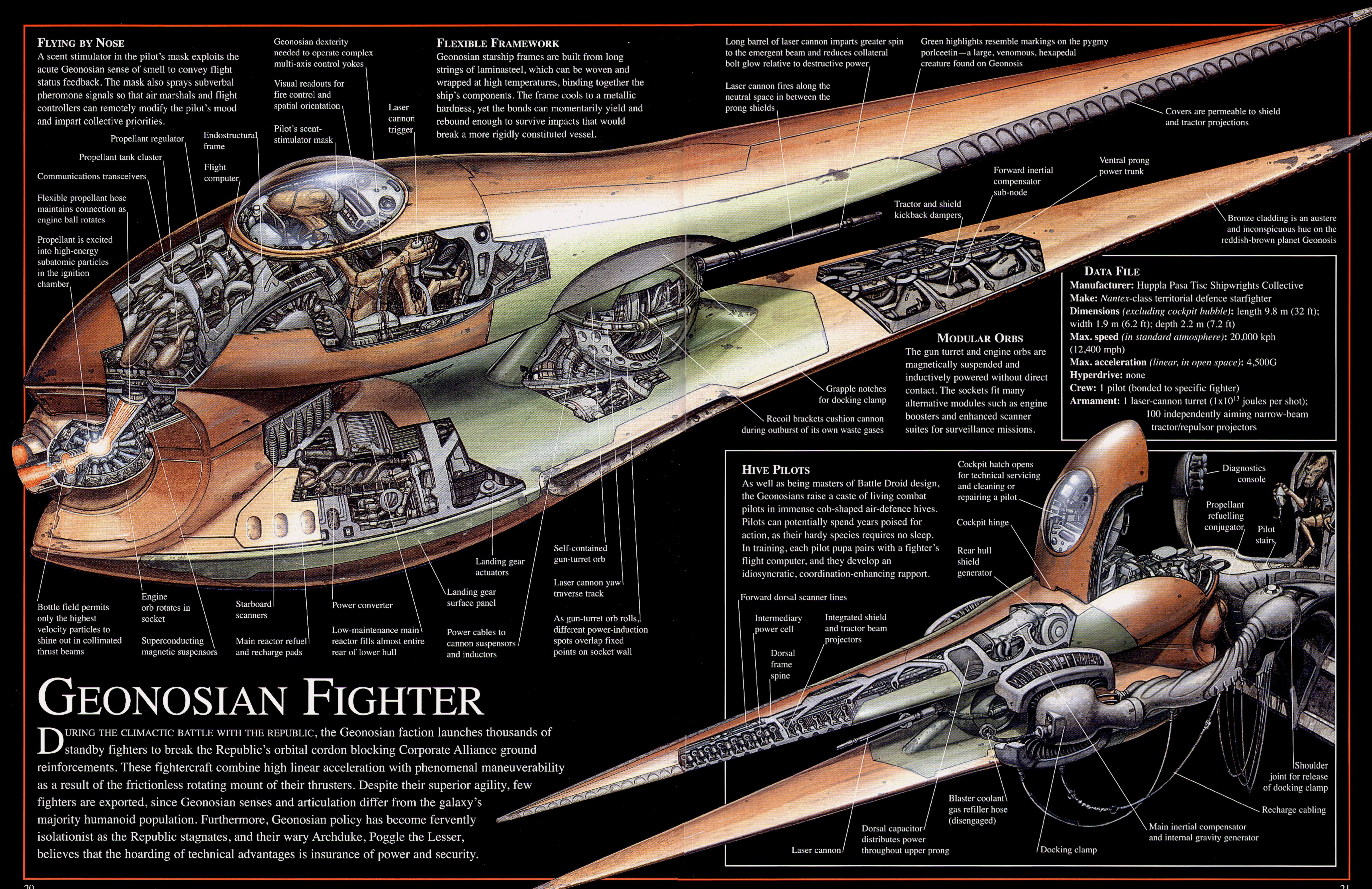
assistance for more than an hour

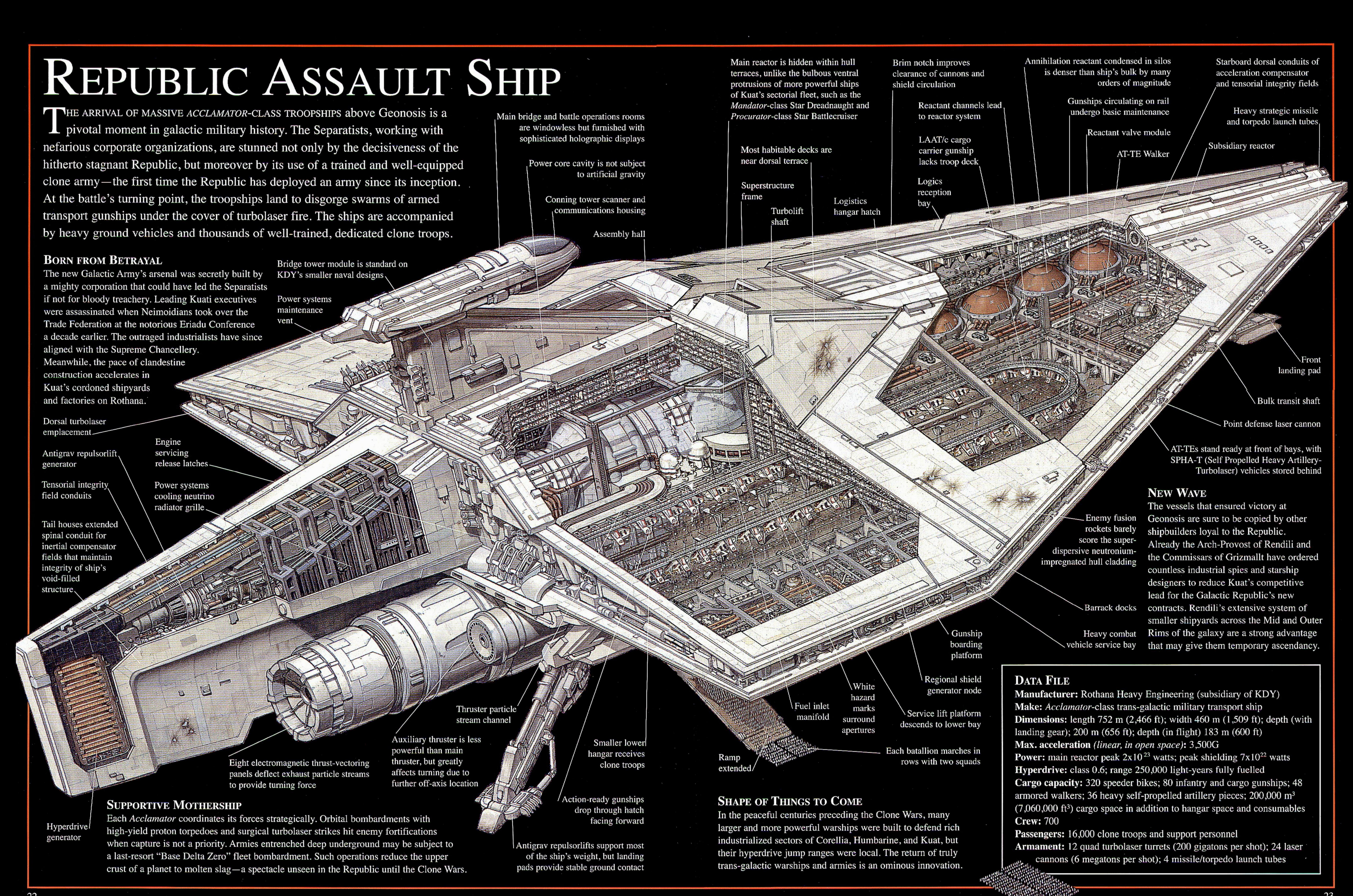
over patches of the galaxy. Now, only the Jedi and the Office of the

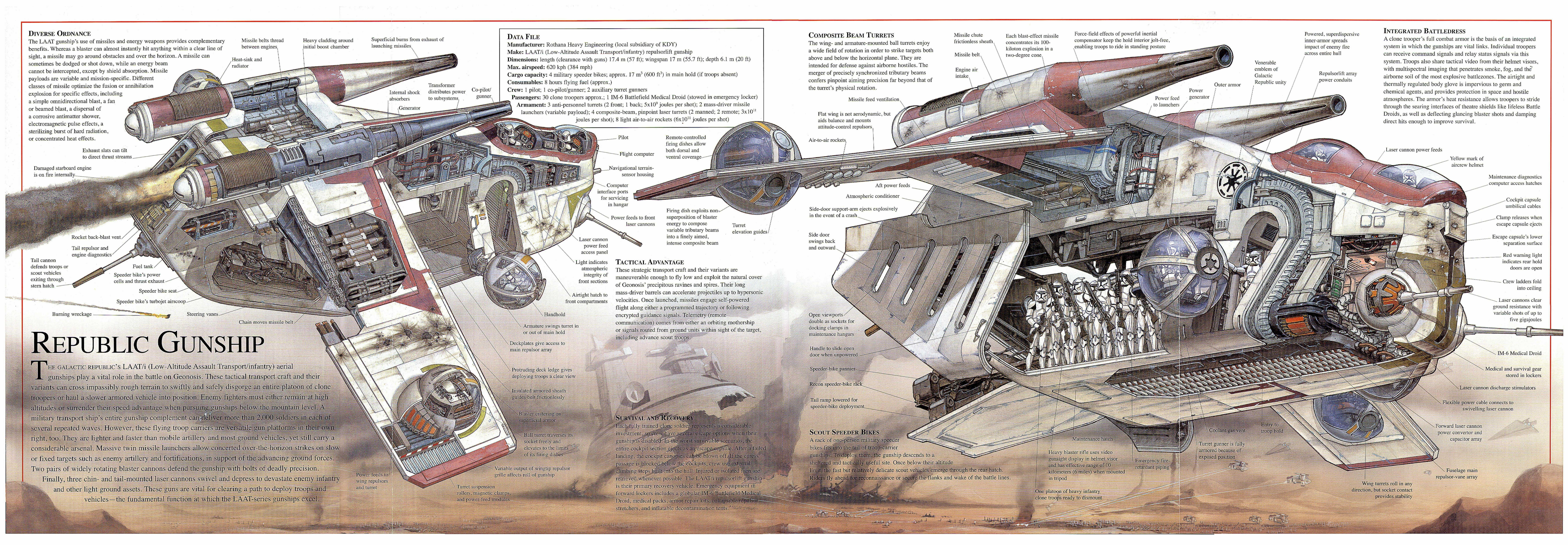
Supreme Chancellor can afford to maintain more comprehensive charts.

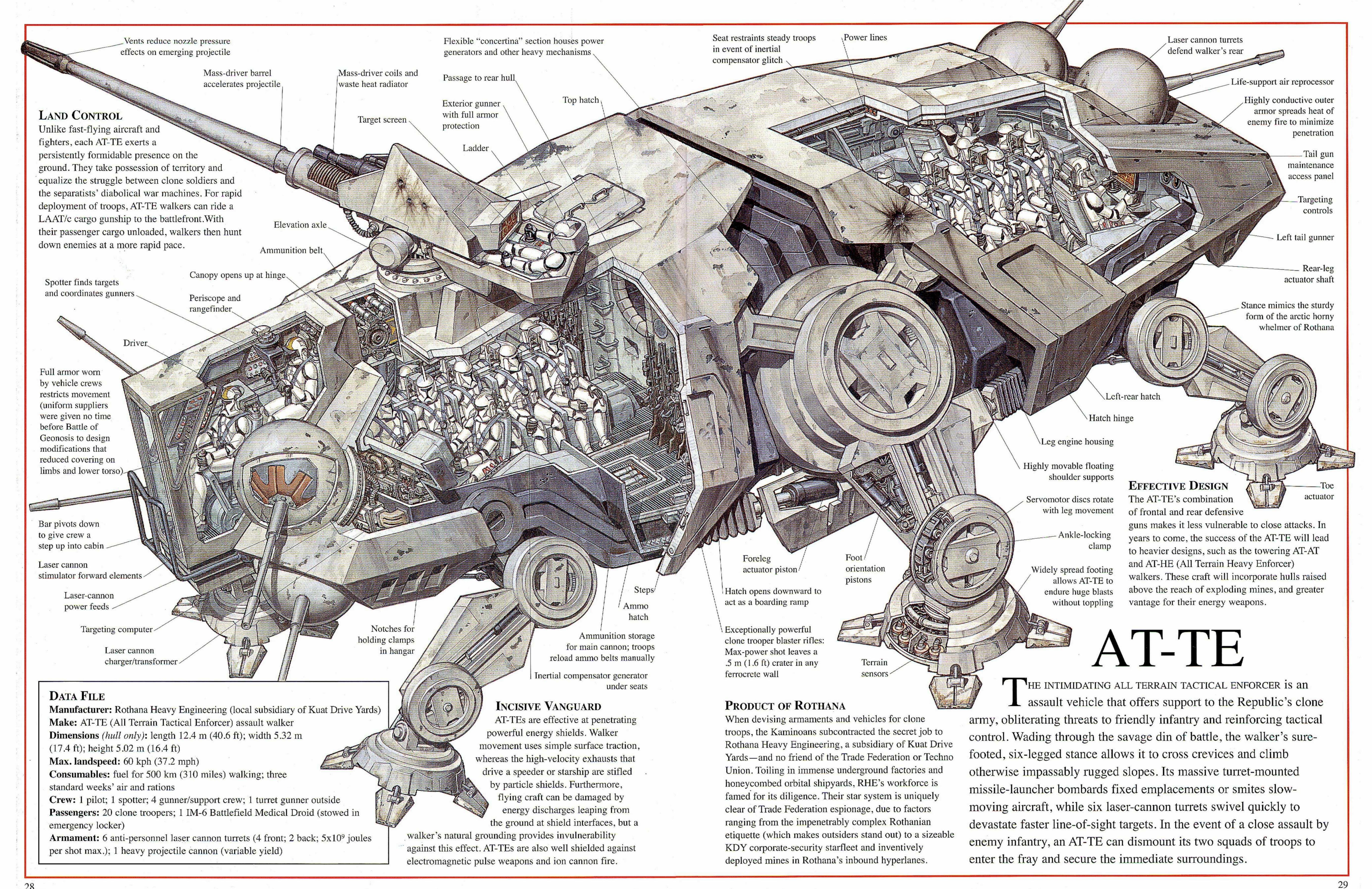
to increase disunity through the galaxy—and, as Nute Gunray

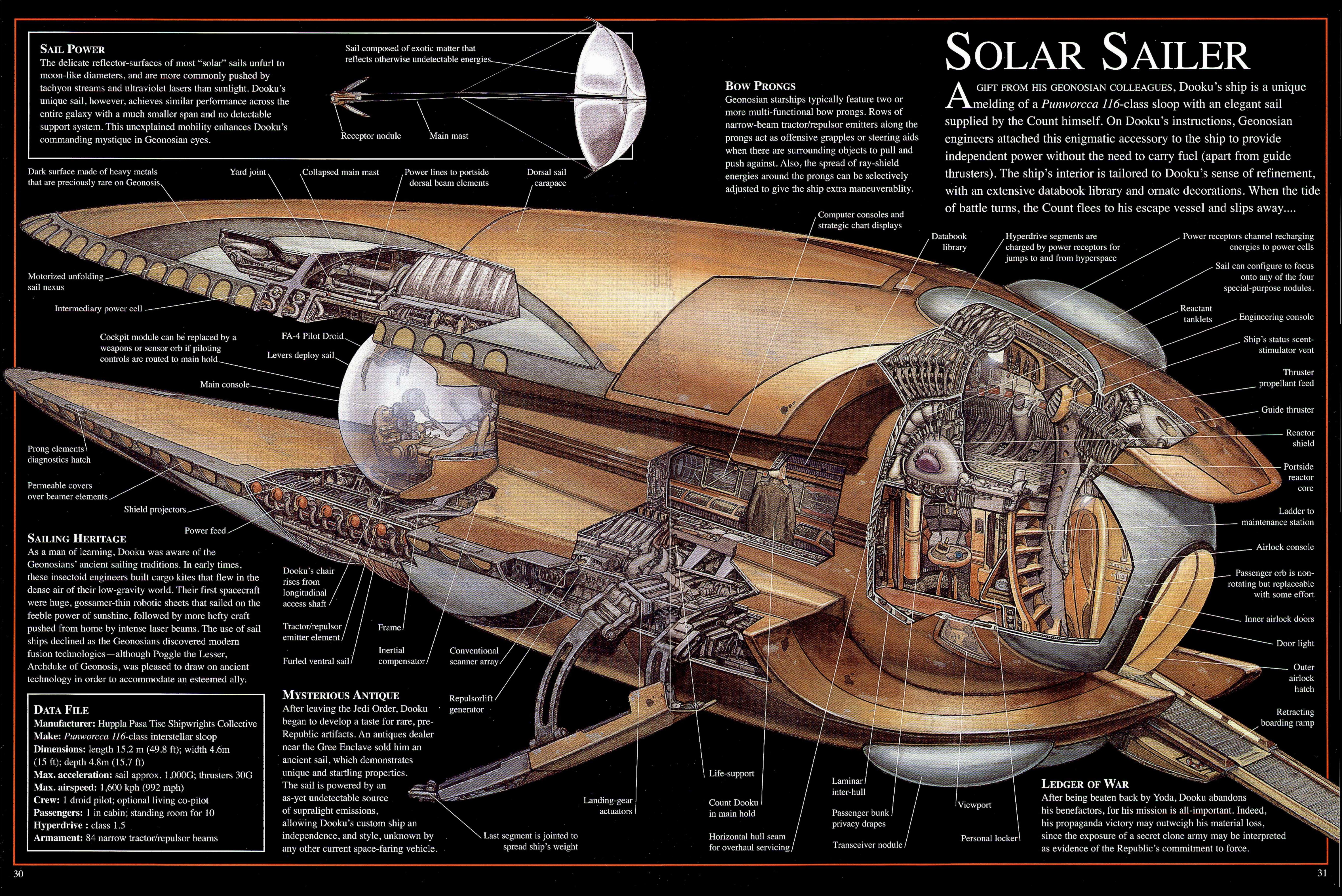
knows, weak governments are good for business.













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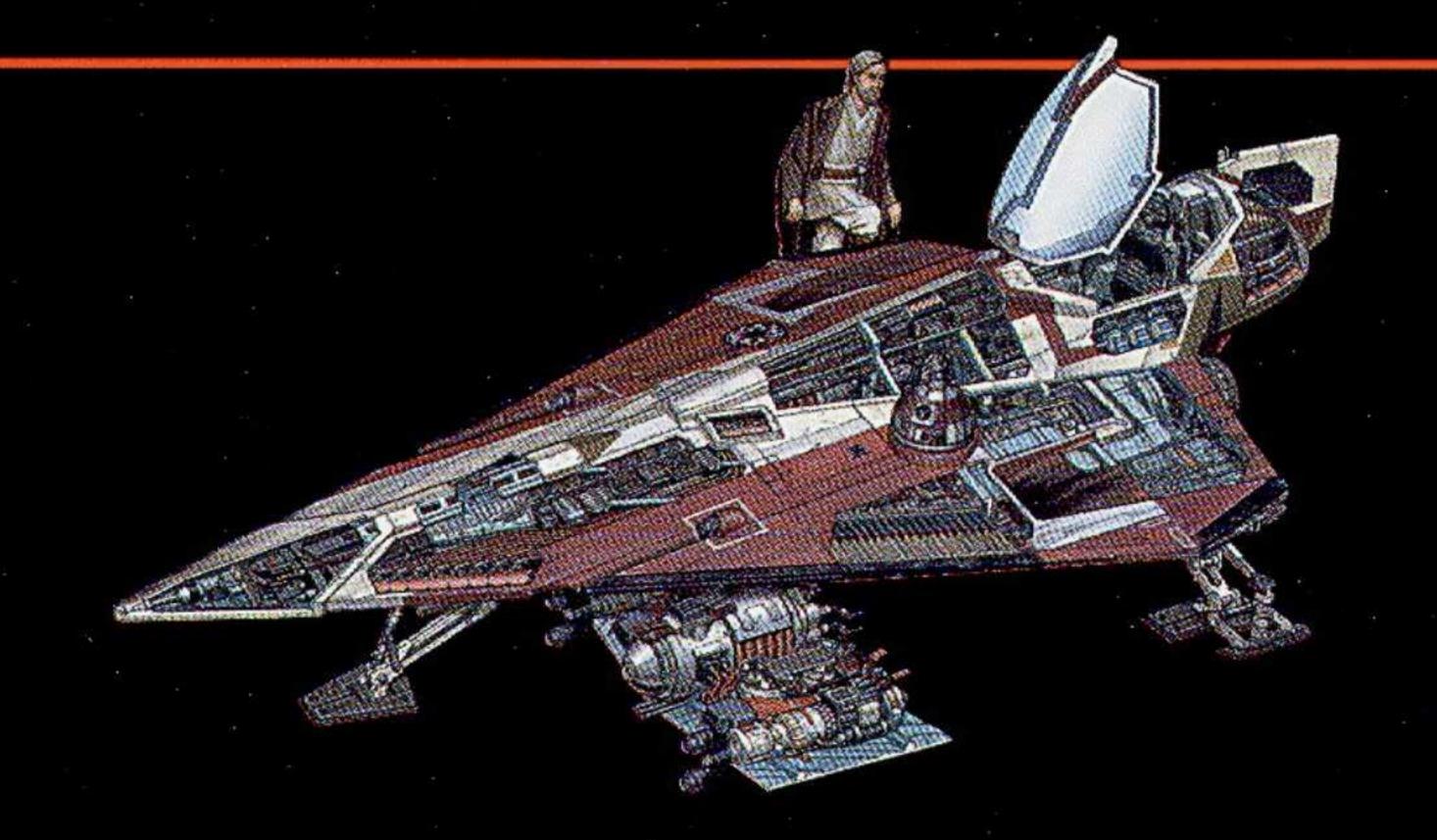


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